NES-I2-USA

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Instruction Booklet

DIG DUG®

Trouble in Paradise

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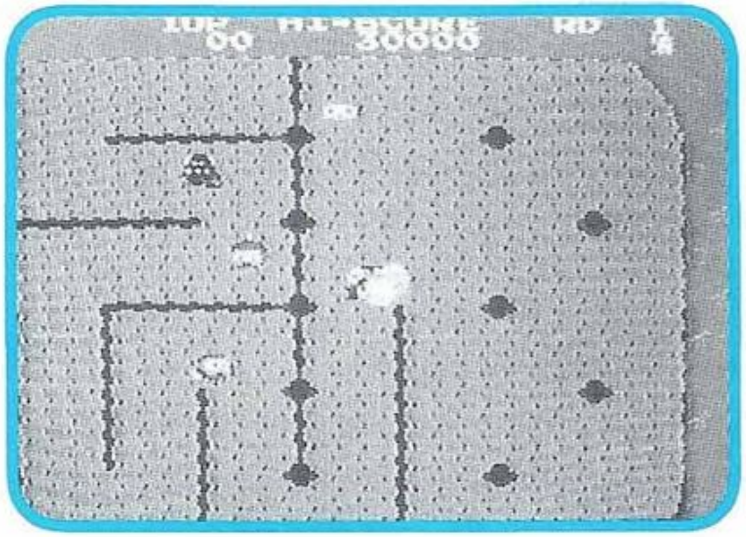
1. Game Description

DIG DUG II is a strategy-oriented, comical action game. The playing field is a tropical island out in the middle of the ocean. DIG DUG's weapons include his "inflator" and drill. Play this exciting sequel to the original classic arcade game to find out what challenging battles await you.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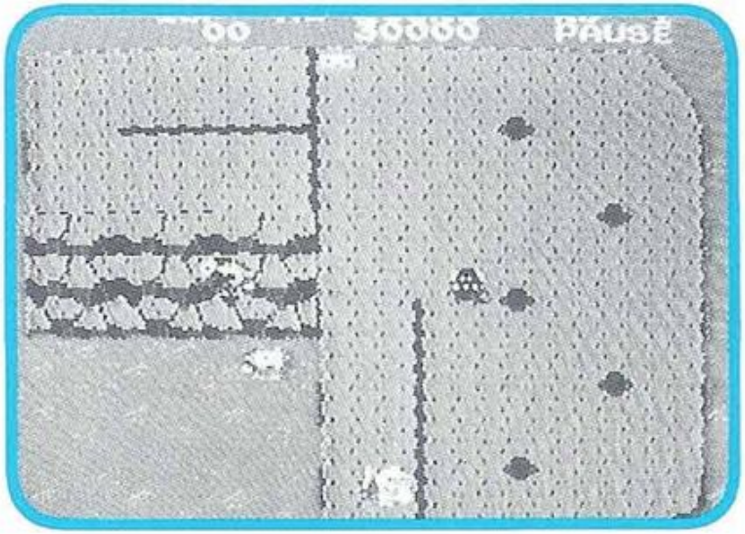
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PAUSE

Game Format

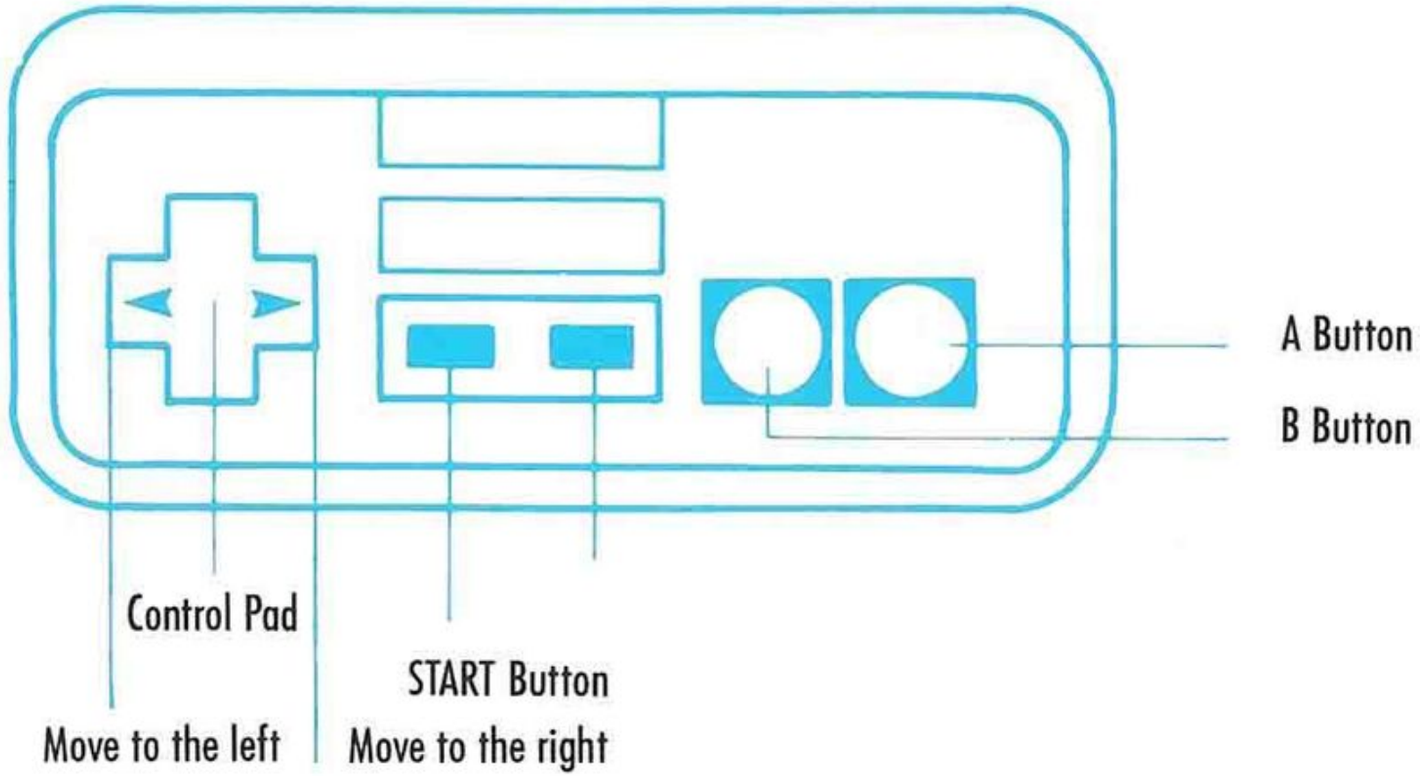
In this episode, DIG DUG's job is to protect peaceful islands. But as in the original arcade classic, his arch rivals POOKA and FYGAR come burrowing up to lay waste to his tropical paradise. With his great intuition, DIG DUG has prepared for the impending onslaught by driving spikes into the ground and readying his trusty drill and inflator. Team up with DIG DUG through 72 rounds of challenging play to defeat his enemies and bring peace back to his tropical paradise. Only with careful strategic use of the spikes can you and DIG DUG win.

Please read this instruction booklet carefully to ensure proper handling of your new game. Save the booklet for future reference.

Precautions

1. Turn off the power when inserting or removing the Game Pak.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol, or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice. This game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.


A Button
B Button
Control Pad
START Button
Move to the left
Move to the right

2. How to Operate the Controller

A Button:	Push to use inflator or to start round.
B Button:	Push to use drill or to start round.
Start Button:	Push to start or pause the game.
Select Button:	Push to choose 1 or 2 players.
Control Pad:	Push left, right, up or down to move DIG DUG. Push up or down to select round number.

This game has a continue mode. Push the start button to get to the round select screen. Push "up" or "down" on the control pad to select the round number you want (Goes up to the last round you finished). Push the A or B button to continue the game... Your high score will remain even if you push the reset button on your NES.

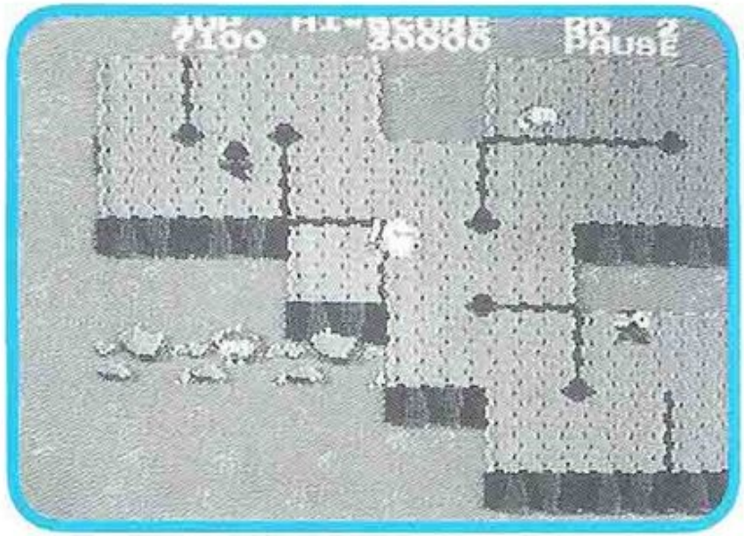
3. How to Play the Game

There are two basic techniques to defeat DIG DUG's enemies.

Push your shooting B button to activate the "drill inflator."Four shots from the "pipe" will cause your enemy to explode. If you accidentally touch an "enlarged" monster, it's okay! He cannot cause any damage when he is in this state. Also when you inflate them, they cannot move.

Drilling the island.

When you push the drill button to connect the stakes, cracks will appear in the ground in the direction that DIG DUG is facing. When all the cracks are connected the smaller portion of the island will fall off into the sea. All of the monsters on that portion that is sliding into the sea will be destroyed. Using this weapon to wipe out all the monsters is the ultimate tactic!



Score

The amount of points for defeating monsters is shown below. But, the best way to score is to crack off a large portion of the island with lots of monsters on it.

Inflator

	Vertical Shot	*Horizontal Shot*
1. POOKA	200 pts	200 pts
2. FYGAR	200 pts	400 pts

Drilling the Island

No. of Monsters	*Total*
1	1,000 pts
2	2,000 pts
3	4,000 pts
4	7,000 pts
5	10,000 pts
6	15,000 pts
7	20,000 pts
8	30,000 pts
9	50,000 pts
10	80,000 pts

4. Characters

If DIG DUG is on the edge of the island when he cuts off a portion, he might fall off himself. He has to be facing land and moving in that direction or he will slip into the sea.

If DIG DUG falls into the ocean, gets hit by FYGAR's fire, or bumps into an enemy, he's history.

Veggies

When you drill three pieces of an island off, vegetables will appear. DIG DUG must catch them to get their points.

Item	*Points*	*Round*
Radish	400	1
Mushroom	600	2
Eggplant	800	3
Tomato	1000	4,5
Watermelon	2000	6,7
Grapes	3000	8,9

Fish

Find the fish while you are playing and shoot them with your drill inflator to get 500 points.

5. Winning Strategies

Monsters who do not change their shape cannot cross over cracks. When they approach DIG DUG, use the drill to make cracks to get away. Drilling cracks is very important.

When a monster crosses over a crack he will change his shape, which causes his speed to decrease. DIG DUG should use this situation to his advantage by crossing back and forth over the cracks to get away. Drilling long horizontal lines is most effective.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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90-DAY LIMITED WARRANTY:
Bandai America, Inc. ("Bandai") warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day period, Bandai will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling 1-213-926-0947. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the Bandai service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Bandai America, Inc.
Consumer Service Department
12951 East 166th Street
Cerritos, CA 90701

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REPAIRS AFTER EXPIRATION OF WARRANTY.
If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for $10.00 payable to Bandai America, Inc. Bandai will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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Printed in Japan
Distributed by Bandai America, Inc.,
Cerritos, CA 90701